

REFLEX

MX vs ATV™

INSTRUCTION MANUAL

MX vs ATV REFLEX

WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing.

IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • disorientation • altered vision • seizures • eye or muscle twitches
- any involuntary movement or convulsion • loss of awareness

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

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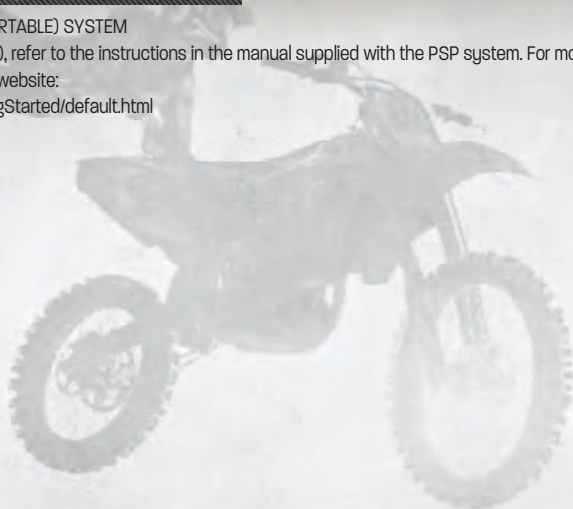
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GETTING STARTED

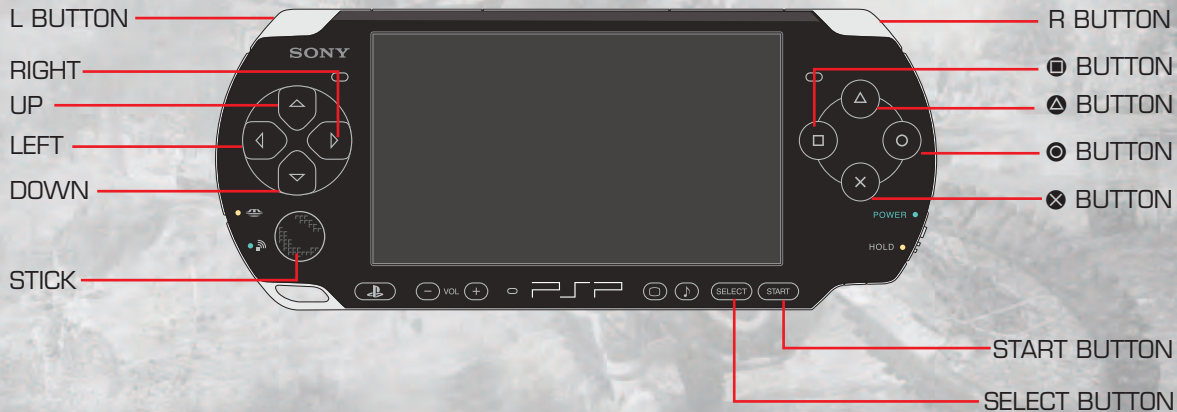
SETTING UP YOUR PSP® (PLAYSTATION®PORTABLE) SYSTEM

For more information on setting up your PSP®, refer to the instructions in the manual supplied with the PSP system. For more information on getting started, refer to your PSP system manual, or visit the website:

www.us.playstation.com/Support/PSP/GettingStarted/default.html



BASIC CONTROLS



BASIC CONTROLS - PSPco



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GAME CONTROLS

MENU CONTROLS

Select / Change Menu Item	directional buttons
Confirm / Select Menu Option	⊗
Back / Select Menu Option	⊙
Select Menu Option	△

MX AND ATV CONTROLS (DEFAULT)

Vehicle Steering	directional buttons ← / →
Look Back	analog stick
Gas	⊗
Brake	⊙
Clutch	⊠
Reverse	⊙ + ⊗

MX AND ATV CONTROLS (DEFAULT)

Lean Rider Left	L
Lean Rider Right	R
Trick Mode	△
Preload	directional buttons ↓ then ↑ (at the apex of the ramp or jump)
Negative Preload	directional buttons ↑ then ↓
Wreck Avoid	directional buttons ← / → / ↑ / ↓ (when prompted)
Camera Change	SELECT button
Reset Position	SELECT button

OTHER VEHICLE CONTROLS (DEFAULT)

Vehicle Steering	directional buttons
Accelerate	ⓧ
Brake	⦿
Clutch	Ⓜ
Reverse	⦿ + ⓧ
Look Back	analog stick
Pause Menu	START button
Camera Change	SELECT button

Note: Controls setups can be changed from under Settings menu.

TRICK CONTROLS

NAME	TRICK MODE	DOUBLE-TAP INPUT	DIAGONAL INPUT
Wheelie	n/a	Clutch to Gas + ⬇	Clutch to Gas + ⬇
Stoppie	n/a	Gas to Brake + ⬆	Gas to Brake + ⬆
Can Can (Left)	⬆	⬅	⬅
Can Can (Right)	⬆	➡	➡
Taunt	⬆	⬆	⬆
No Handler	⬆	⬇	⬇
Nac Nac (Left)	⬆	⬅ / ⬅	⬇ / ⬅
Nac Nac (Right)	⬆	➡ / ➡	⬆ / ➡
Inside-out	⬆	⬆ / ⬆	⬆ / ⬅
Cordova	⬆	⬇ / ⬇	⬇ / ➡
Double Can (Left)	⬆ + L	⬅	⬅
Pendulum (Left)	⬆ + L	➡	➡
Fracture	⬆ + L	⬆	⬆
Indian Air (Left)	⬆ + L	⬇	⬇

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TRICK CONTROLS

NAME	TRICK MODE	DOUBLE-TAP INPUT	DIAGONAL INPUT
Flatliner (Left)	 + 	 / 	 / 
Cross-over (Left)	 + 	 / 	 / 
Body Flip (Left)	 + 	 / 	 / 
Switchblade (Left)	 + 	 / 	 / 
Cross-over (Right)	 + 	 / 	 / 
Flatliner (Right)	 + 	 / 	 / 
Body Flip (Right)	 + 	 / 	 / 
Switchblade (Right)	 + 	 / 	 / 
Varial	 +  + 		

TRICK CONTROLS

NAME	TRICK MODE	DOUBLE-TAP INPUT	DIAGONAL INPUT
Madness	 +  + 		
Shaolin	 +  + 		
Tsunami	 +  + 		
Kiss of Death Indian Air (Left)	 +  + 	 / 	 / 
Kiss of Death Indian Air (Right)	 +  + 	 / 	 / 
Deadbody	 +  + 	 / 	 / 
Rock Solid	 +  + 	 / 	 / 

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RIDER REFLEX

Rider Reflex puts you in control of the weight and positioning of your rider's body. This allows you to take advantage of finer vehicle control when combined with traditional steering to take sharper turns or slide deep into a corner all while maintaining your flow and staying in rhythm for each jump, bump, and turn. Rider Reflex is also vital in preventing your ATV from rolling during sharp, high-speed turns. Rider Reflex can only be performed on MX and ATV vehicle types.

PRE-LOADING

Pre-loading lets you affect how long you stay airborne from a jump. Pushing the suspension down with the directional buttons ↓ and then releasing with the directional buttons ↑ just before the peak of a ramp or jump gets you more airtime to do tricks or even simply reaching that downward ramp that seems too far away. The longer you hold the directional buttons ↓ the bigger the airtime. A Negative Pre-load can also be performed by pushing the suspension down at the peak of a jump resulting in a less airtime than normal. Pre-loading can only be performed on MX and ATV vehicle types.

WRECK AVOIDANCE

The Wreck Avoidance system lets you save yourself from a costly wreck by harnessing your instincts and Rider Reflex. When riding an MX or ATV, watch your rider's reactions and be on the lookout for the on-screen Wreck Avoidance cues (see The Game Screen on page 10). These cues let you know which direction you need to push your Reflex control to avoid wrecking. Quickly respond by pressing the direction the cue indicates before it disappears! But beware, as not all wreck conditions can be avoided! Wreck Avoidance is only available on MX and ATV vehicle types.

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STARTING A GAME

CREATING A MOTOCARD PROFILE

If this is your first time playing, you will need to create a profile. Use the on-screen keyboard to enter your player name and then select a free slot on your Memory Stick Duo™ to create your profile. To erase an existing profile, select the profile you would like to remove and choose DELETE at the bottom left corner of the screen.

MAIN MENU



QUICK RACE

Quick Race presents **MX vs ATV Reflex's** pick-up and play experience with the options to define your own rule-sets! Within this mode you can experience a small slice of **MX vs ATV Reflex** action, starting with a handful of events, tracks, vehicles and rider gear. Your Quick Race options can then be expanded by progressing through Career Mode. Eventually you can take your highly tuned rides to compete in wild events defined by your terms!

CAREER MODE

Earning the title of Ironman of Off-road takes skill and determination. You'll have to master each vehicle and rise as the champion of champions through more than 15 grueling event series ranging from Nationals, Supercross, to Champion Sport Track. Conquer all those and prepare for ultimate test of your mettle, Omnicross!

You'll need to work your way through by taking control of each unique ride - MX Bikes, ATVs, UTVs, Buggies, Sport Trucks, and Sport 2 Trucks. Every victory gives you the chance to customize and improve your rides. Tune and tweak your vehicles until they're suitable for a champion. But be aware of your competition, as they are looking to bury you and your ride in the dirt.

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MULTIPLAYER

Play either an Ad Hoc or Infrastructure game. **MX vs ATV Reflex** offers a wealth of options when playing with friends. Similar to Quick Race, each player is able to take their ride throughout Multiplayer to compete with other players within all of **MX vs ATV Reflex's** event types and formats.

***Note:** When joining an Ad Hoc Multiplayer game, players may compete on Events and Tracks currently locked on their profile as clients. As hosts, players cannot select Events or Tracks locked on their profile.*

MOTOSKILL TUTORIALS

Learn and practice basic controls and advanced techniques such as Rider Reflex, Clutching, Preloading, Wreck Avoidance, and Reflex Tricks in these quick and interactive tutorials.

SETTINGS

Settings lets you customize your game, manually save your game, or play your custom playlist off your Memory Stick Duo™ or Memory Stick PRO Duo™.

CONTROL SETTINGS

Choose and switch between 1 of 4 control setups. The default is 'Type1' which are the directional buttons.

TRICKS INPUTS

Choose either 'Double Tap' or 'Diagonal' Trick Inputs.

HUD OPACITY

Turn the heads-up display either 'On' or 'Off' when competing.

MEASUREMENT

Switch between mp/h and kp/h. The default is 'mp/h'.

RIDER NAMES

Turn off or on Rider Names when in a race. The default is 'On'.

MUSIC VOLUME

Adjust the volume of the music. The default is 60%.

SFX VOLUME

Adjust the volume of in-game sound effects. The default is 80%.

AUTO-SAVE

Turn off or on Auto-saving. The default is 'On'.

SAVE GAME

Manually save all your game data.

CREDITS

View the credits.

CHEATS

Enter cheat codes.

IN-GAME PAUSE MENU



Press the START button to go to the Pause Menu during gameplay. From here, you'll be able to choose from RESUME, RESTART, SETTINGS, and QUIT. To access any of the four options, select your choice by scrolling with the directional buttons **↑** or **↓** and pressing **ⓧ** on the desired option. Depending on the event, there may be more or fewer options to select.

RESUME

Resumes the current event.

RESTART ACTIVITY

Restart the entire event over from the beginning.

SETTINGS

Takes the player to the Settings Menu.

QUIT

End the current event. All event progress will be lost.

THE GAME SCREEN



1. TRICK SCORE

Displays your total score of the tricks performed for the current race.

2. RACE POSITION

Displays each rider's current position to one another. Also displays all accumulated penalty time for the event per competitor.

3. TRACK MAP

Shows the overhead map of the current track.

4. TRICK NAME DISPLAY

During the execution of tricks, your active trick name will appear toward the bottom of the screen.

5. SONG NAME

Displays when a new song is played.

6. TRICK SCORE DISPLAY

During the execution of tricks, the amount of points you will receive for doing the trick will appear beneath Trick Name Display. Holding tricks will result in bigger points, but don't get too greedy or you'll get nothing!

7. TRICK LINK DISPLAY

During the execution of stunts, a  will show when you can link into another trick for big points beside the Trick Score Display.

8. SPEEDOMETER

Displays your vehicle's speed as well as a tachometer that shows your engine's RPMs (Revolutions per Minute).

9. CLUTCH LIGHT

Displays if you are engaging your clutch.

10. PRELOAD METER

Displays the state of the suspension when in Preloading.

11. WRECK AVOIDANCE INDICATORS

Displayed by yellow arrows, they are the four indicated directions of input needed to avoid a wreck.

12. LAP TIME COUNTER

This is your current lap time.

13. LAP COUNTER

Indicates which lap you're currently on.

14. OFF-TRACK ARROW

This will appear on-screen if you have strayed off the track. The arrow shows you which way to head in order to rejoin the race. If you have not found the correct path of travel before the five second counter ends, you will be reset to the nearest point of the track where you went off.

15. OFF-TRACK PENALTY

Displays the amount of penalty time to be added onto the current race time as a result of straying off track.

Note: Other game messages (e.g. Section Race times) are displayed in between Trick Score and Lap Counter/Lap Time.

SINGLE PLAYER

Test your skills in two modes of single player MX vs ATV action. Quick Race lets you set up an event with your own rules and be underway in seconds while Career offers you the challenging path to becoming the Ironman of Off-road.

Note: Completing Career Mode unlocks more content for Quick Race Mode.

QUICK RACE

Select Quick Race to quickly jump into a race for fast and frenetic action. All courses that have been unlocked through Career Mode are available in Quick Race.

EVENT SELECT SCREEN

At the Event Select Screen you can define your own event rule sets by changing the options in each of the listed categories. Use the directional buttons ↑ and ↓ to change categories and ← and → to cycle through the available choices in each category. Once you've decided, press ⊗ to select your rider and vehicle.

EVENT

Choose an event from Supercross, Nationals, Freestyle, Champion Sport Track, Omnicross.

TRACK

Select a track to compete in.

EVENT FORMAT

Change the Event Format to match the type of race you want to participate in.

LAPS

Choose between one to five laps.

VEHICLE TYPE RESTRICTIONS

Choose which vehicles you want to see, or not see, competing in the event.

AI OPPONENTS

Choose how many opponents you want to compete against - one, two or three.

AI SKILL

Choose your opponent's skill level from Rookie, Amateur and Professional.

VEHICLE AND RIDER SELECT SCREEN

Once you have finished creating an event, you will be taken to the Vehicle and Rider Select Screen where you can select your rider's gender, gear, vehicle type, brand and design. Use the directional buttons  and  to change categories and  and  to cycle through the available choices in each category. You can also tune your ride before starting the race or import a special vehicle from Career to use. Whenever you're ready, press  to begin!

GARAGE SELECT

Switch between the Default Garage or your own Career Garage for vehicle selection.

VEHICLE TYPE SELECT

Choose your vehicle type, MX, ATV, or Machines depending on event type.

VEHICLE CLASS SELECTION

Select what vehicle class you want to ride.

VEHICLE BRAND SELECT

Choose which brand of vehicle you want to use. Remember they all have their pros and cons!

GENDER SELECT

Choose your gender.

RIDER SELECT

Choose the gear design or rider you want to race with.

RIDER NUMBER SELECT

Assign a number to your rider.

TUNE

Press  to tune your vehicle to perform to your preference.

Note: Grayed out tracks, rider gear sets, vehicle types and brands with a padlock icon next to them must be unlocked in Career Mode before they can be accessed.

CAREER MODE

It's time to push your skills to their limit. Enter Career Mode to compete with the best in the sport and make your way up the ranks to unlock new and exciting features. Compete in a variety of Career Events as you progress through your career and unlock new courses, vehicles, and riders along the way.

Starting with the outdoor trials of Nationals, move indoors and master the technical gauntlets of Supercross. Then, get ready to rough it out with trucks and machines in Champion Sport Track. Triumph all challenges posed in these events and you earn the right to try out the supreme test of skill, Omnicross!

CAREER SIGN-IN SCREEN

Choose your rider's gender and number.

EVENT LISTING SCREEN

Before entering into an event, you must first choose an available Series to participate in. At the Series Select Screen, press the directional buttons ← and → to highlight a Series and press ⊗ to confirm your choice. You will then be taken to the Event Select Screen.

EVENT SELECT SCREEN

At the Event Select Screen, press the directional buttons ← and → to select and look at all the events in the Series and press ⊗ to select your event. Details about the event are provided ranging from expected competition, event rulings and rewards.

***Note:** Grayed out events with a padlock icon next to them must be unlocked before they can be accessed. Details about how to unlock them are also provided.*

GARAGE SCREEN

Buy new parts, tune your vehicles and take them for a test drive. To buy new parts for your vehicle you will need to spend Credits you have earned during Career races.

SHOWROOM SCREEN

Visit the Showroom to buy new vehicles. To buy new vehicles you will need to spend Credits you have earned during Career races.

GEAR SCREEN

Buy new gear to create your ultimate Rider. To buy new gear you will need to spend Credits you have earned during Career races.

MOTOCARD SCREEN

Check out your statistics.

MULTIPLAYER

AD HOC MULTIPLAYER

HOSTING AN EVENT

Select 'HOST EVENT' within the Ad Hoc menu to set up a match. Create a match just as you would in Quick Race and then press **X** to create a lobby. Wait for others to join your lobby and then press **X** once you have all the players you need. After initiating the match, you are taken to the Vehicle Setup menu. Customize your ride and then press **X** to set yourself as ready. When all players are ready and in the lobby, the match begins.

JOINING AN EVENT

Select 'JOIN EVENT' within the Ad Hoc menu to enter the Events menu. Select an open match from within the Ad Hoc Events menu to enter a match lobby. Wait for the host to initiate the match. Once the match has been initiated, you are taken to the Vehicle Setup menu. Customize your ride and then press **X** to set yourself as ready. When all players are ready, the match begins.

INFRASTRUCTURE MULTIPLAYER

CONNECTING ONLINE

To connect to an online game, you will need to sign into your PlayStation®Network account. After signing in, you are taken directly to the Infrastructure Multiplayer menu.

QUICK EVENT

Select 'QUICK EVENT' to join the first available event online.

EVENTS LIST

Check out all available online events, or start your own. From the Events List you can pick and choose which match you would like to jump into or you can create your own custom event, like in Quick Race, for others to join.

LEADERBOARDS

Take a look at the Leaderboards to see the best racers in the world.

MOTOCARD

Select 'MOTOCARD' to view your profile and statistics as well as view saved replays.

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TUNING GUIDELINE



Vehicle Tuning lets you tweak your ride to suit the track or to your preferred style. This screen can be accessed from Vehicle Setup in Quick Race/ Multiplayer or Garage in Career.

There are two opposing values in each of the five Performance Attributes to tune:

ICON	PERFORMANCE ATTRIBUTE	LEFT VALUE	RIGHT VALUE	EFFECT
	Exhaust	Acceleration	Top Speed	Improves the low-end (acceleration) and high-end (top speed) output of the engine.
	Suspension	Soft	Hard	Determines how well your ride can maintain and regain speed when faced with uneven terrain and sudden shocks.
	Tires	Slip	Grip	Provides grip, or slip, with the riding surface.
	Handlebars	Loose	Tight	Determines the maximum angle and speed at which your wheels can turn.
	Brakes	Soft	Hard	Slows down your ride when you need to make a turn or avoid a collision.

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ICON	EXPLANATION	
	Tuning Range	The Tuning Range represents how far the Tuning Bar can be adjusted towards a value. New parts purchased in Career may extend Tuning Ranges.
	Bar Influence	The Tuning Bar is adjustable and depending on where it is set, it changes the effect of the attribute. The further to one end of a value the Tuning Bar is set (or covers), the bigger the effect of that value. New parts purchased in Career may extend the Tuning Bar.
	Tuning Potential	The Tuning Potential represents the max amount the Tuning Range can be extended to with parts.

To tune a vehicle, select the Performance Attribute using the directional buttons  and , then scroll the Tuning Bar to either value of the Tuning Range using the directional buttons  or . Each vehicle settings are automatically saved for both Quick Race/Multiplayer defaults and Career customs.

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LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **48076**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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Use of the online portion of this game is subject to your acceptance of the terms and conditions under the User License Agreement located within the game.

A full copy of the User Agreement is available at:

www.us.playstation.com/support/useragreements

ONLINE INTERACTIONS NOT RATED BY THE ESRB.

**For more information on this game
and to download the full user manual,
please visit**

www.thq.com

